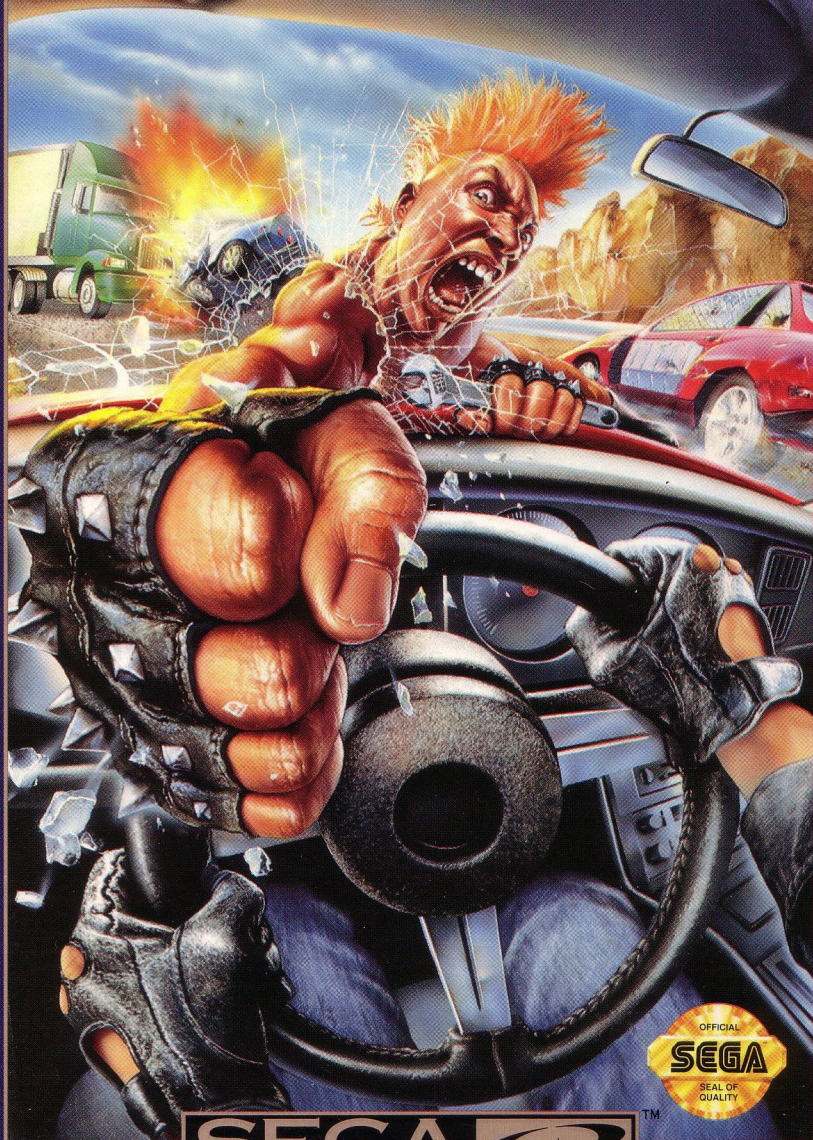


RENOVATION
PRODUCTS

ROAD AVENGER™



SEGA



TM



EPILEPSY WARNING

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

Handling Your Sega CD

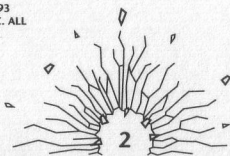
- The Sega CD Disc is intended for use exclusively with the Sega CD System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.



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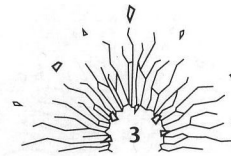
This official seal is your assurance that this product meets the highest quality standards of SEGA™.

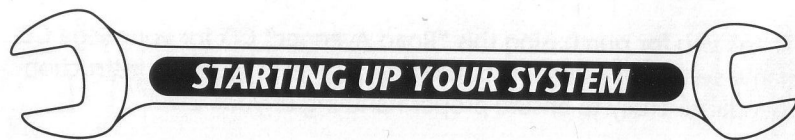
Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

Thank you for purchasing this "Road Avenger" CD for your Sega CD game system from Renovation Products. Please read this instruction manual carefully to ensure proper handling of your CD.

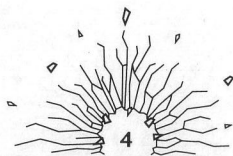
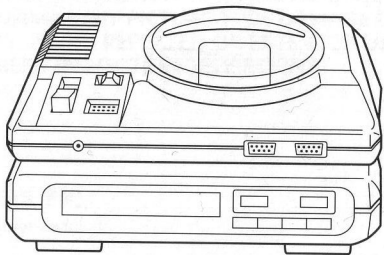
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1. Set up your Genesis and Sega CD Systems and plug in Control Pad 1.
2. Turn on your TV or monitor, and then turn on the Genesis.
3. Press Start or Button A,B or C when you see the Sega CD logo. The Sega CD Control Panel will appear.
4. Press Start or Button A,B or C to open the disc tray. Place the Road Avenger disc into the tray. Then press Button A,B, or C again to close the tray.
5. Press Start or use the D-Button to move the cursor to the CD-ROM button.
6. Press A,B or C to begin. The opening screens of the game will appear. (If the disc is already in the tray when you turn on the system, the game will begin automatically after a few moments.)
7. To stop a game in progress, or when the game ends, press the Reset Button on the Genesis console to return to the Sega CD Control Panel.

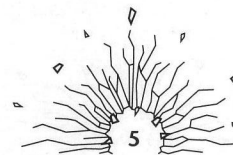


After 10 years of service with the elite police force known as S.T.O.P. (Special Task Operations Police), you deserve some time off. You just stopped and jailed a ring of carjackers after a dangerous high-speed chase, so your boss agrees to your request for some rest. You decide to take your fiancée for a ride up the coast.

However, the life of a policeman never ends, even when you're off duty. A group of road terrorists who call themselves S.C.U.M. (Secret Criminal Underground Movement) anxiously watched as you busted their friends. You'd been slowly but surely making it difficult for them to wreak their havoc against people and property, so you were on their list. They watch you and your fiancée get ready to leave, and then they form their plan.

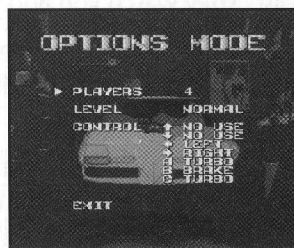
Once out of the city, off the cliff you go . . . run off the road by the terrorists' van.

Laughing all the way back to town, S.C.U.M. thinks you are out of the way. Little do they realize that only your girlfriend perished in the fiery crash off the cliff. You are intact but an uncontrollable rage has welled up inside you. *I must make them pay for Cindy's death*, you shout to the canyon walls. S.C.U.M. didn't count on having to face the Road Avenger!



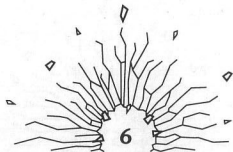
GETTING ONTO THE ROADS

After placing the "Road Avenger" CD in the Sega CD tray, press play on the Sega CD title screen to start the game. After the design team logo appears, the game will automatically start an introduction cartoon which shows the S.C.U.M. group following the S.T.O.P. agent, who has just left for vacation. You may interrupt this animation at any point by pressing the Start button to bring up the game title screen and hit the dangerous roads in "Road Avenger."



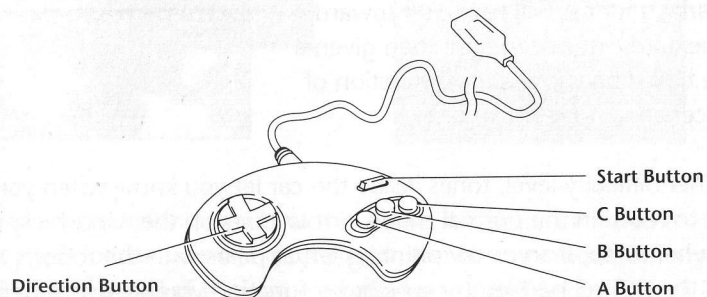
From the "Road Avenger" title screen you can select the type of game you want to play. Go to Config Mode to select the number of player lives you want. You can have up to 5 lives.

You can also select the control functions for the Control Pad in "Road Avenger." The initial control setting is as follows, but you may adjust it to your preference.

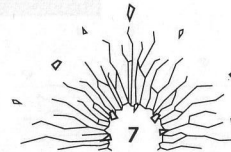


GETTING ONTO THE ROADS *cont.*

Left	Steers car to the left
Right	Steers car to the right
A button	Turbo charge; one turbo charge for each press
B button	Brake; slows car down to avoid collision
C button	Turbo; same as A button
Up	No function
Down	No function
Start	Continue game after level completion



In the config mode, you can also change the difficulty level from Normal to Hard. In the Hard mode, the arrow clues on your car's windshield do not appear as in the Normal mode. Warning tones inside your car let you know when you need to react in the Hard mode.

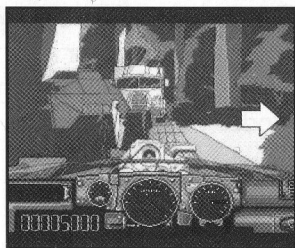
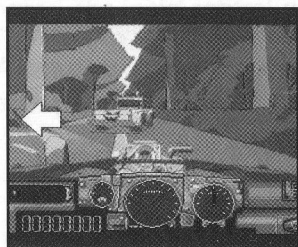


THE ROAD AVENGER

S.T.O.P. issues you a high-tech red sportscar. This car is a souped-up consumer model so you do not attract attention. The hazards you must avoid on the roads require skilled driving techniques which will draw enough attention to you. To control the car, reaction time is a factor.

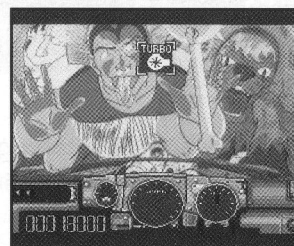
Your sportscar is in constant motion until you successfully maneuver through the current scenario. After you complete the scenario, your car will speed off toward the next adventure. You are then given a score based on successful completion of the scenario and reaction time.

In either difficulty level, tones inside the car let you know when you need to react. In the normal mode, arrow clues on the windshield tell you what to do. If an arrow pointing left appears with the tones, press the control pad left (or whichever function you have assigned). The same goes for an arrow pointing right.



THE ROAD AVENGER *cont.*

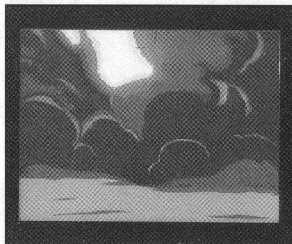
A different set of tones will ring when the Turbo or Brake function needs to be used. A Turbo or Brake notice will appear on the windshield in the Normal mode along with the set of tones. Get to know the difference in sound between these tones so you can react correctly in the Hard mode.



Note: For more enjoyment of this game, it is recommended that you get a feel for the game first by playing the Normal mode. After you gain a command of the game, challenge yourself and S.C.U.M. in the Hard mode.

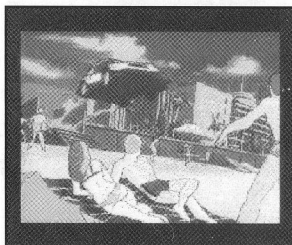
... ON THE ROAD AGAIN

In "Road Avenger" you command the sportscar through 10 different stages. These stages are different from other automobile simulation games. "Road Avenger" is like creating your own live-action animated movie. Your moves determine what happens next. Take a wrong turn, and wham!!! Your car crashes in a special way, depending upon where you are in the movie.



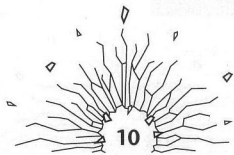
The stages follow the Road Avenger's chase after S.C.U.M., through cities and rural areas. Some of the methods you will have to use to catch S.C.U.M. members are:

Beach Bumming: Just when you thought you were safely through some crazy city streets, these terrorists flee across the pier and onto the beach. Care for a suntan while you speed through the sand?



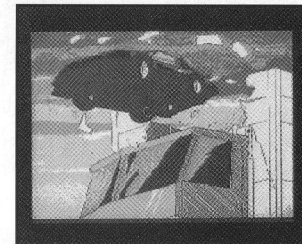
Canyon Cruising: Some not-so-sturdy surfaces in this stage make navigation tricky. Watch out for terrorists from behind, quick turns and falling road debris.

Sewer Screeching: What's all this traffic doing in the sewer? Water and other stuff usually makes driving difficult, and there's no exception here. High tech machinery makes sewer speeding possible but sudden turns to avoid collisions are aplenty.

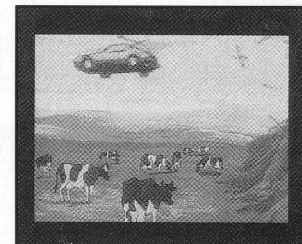


... ON THE ROAD AGAIN cont.

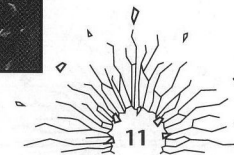
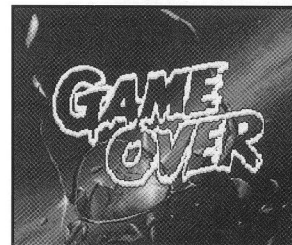
Freeway Fleeing: Those persistent terrorists will do anything to get you off their backs. Once you avoid the oncoming traffic, they'll try to lose you by throwing debris at your sports car. Watch out for that terrorist on your hood!



Rural Racing: Fortunately farm equipment was meant to farm and not to chase. Those hay balers are deadly if you make a wrong turn, but they're slow so you can outrun them. Once past the swathers it's not over. You haven't hit the barn yet...



Stunning S.C.U.M.: Watch out for oncoming traffic and pedestrians as you close in on the S.C.U.M. leaders. These are the ones you want, so be alert assertive and dish out whatever they throw at you.



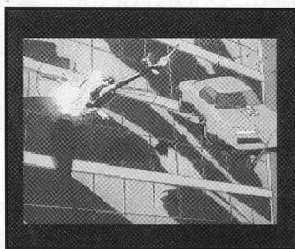
A NEW WORLD OF SOUND

"Road Avenger" features an astounding technique in sound recording. The technique is called binaural sound. This means that the sound effects and music for the game were recorded with a number of microphones set up strategically.

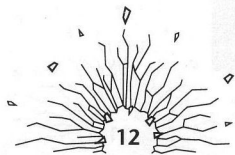
This technique adds a feeling of realism to the game because you can actually hear a car come screeching at you or a person scream as you zoom by. The sound effects are real recordings, but the binaural sound puts you in the stereophonic spectrum of the game.

A car coming at you on your left side sounds like it is in front of you and to the left. If the car cuts in front of you to the right, you can hear it's tires screech from left to the right. As the car approaches you, you can hear it move closer.

Try using a pair of headphones plugged into the front of your Sega Genesis System. The binaural sound effects really come to life.



Innocent beach bystanders react with screams as the sports car plows right off the road and at the screen!

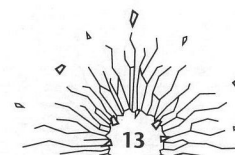
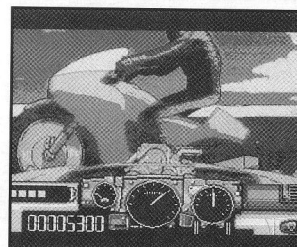
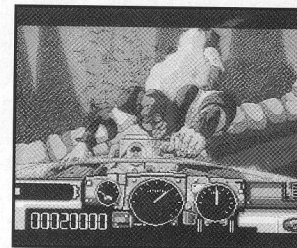


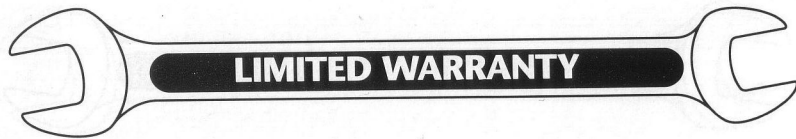
DRIVING TIPS

Always be alert. Don't worry about reaching the end of a scenario. Keep on driving for the fast reacting driver will make it home safely.

This game offers a new technique in 16-bit video game animation and control. Don't be distracted by the movement on-screen because it will affect your reaction time. To watch how well you mastered S.C.U.M., video tape the game, sit back and watch the movie you've created.

After you have mastered the control and built up your reaction time, try a new challenge by changing the control functions in the Configuration Mode. You can also test your driving expertise by playing the Hard mode.





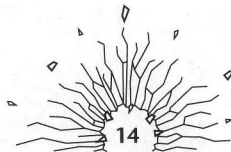
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Please rate this game (10 = excellent, 1 = Poor)

1 2 3 4 5 6 7 8 9 10

Please list your favorite video game _____

How many video games have you bought in the last 12 months? _____

What kind of games do you like to play? _____

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Action

Sports

"Shoot-Em-Ups"

Role-Playing

Puzzles/Strategy

Other

What do you consider when you buy a game? (Please rank in order of importance where 1 is the most important.)

Friend's Recommendation

Magazine Ad

Magazine Review

Salesperson's Recommendation

Played Game Before

Type of Game

Box Design

In-Store Demo/Display

Company Who Made The Game

What type of game system(s) and computer(s) do you have at home?

NES

SNES

Game Boy

Sega Genesis

Sega CD

Sega Game Gear

IBM/PC Compatible

IBM CD-ROM

Other _____

Which video game magazines do you read regularly _____

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